

TObject		
fUniqueID	kNotDeleted	kWriteDelete
fBits	kZombie	fglsA
fgDtorOnly	kBitMask	
fgObjectStat	kSingleKey	
kIsOnHeap	kOverwrite	
@~TObject	GetOption	operator new
MakeZombie	GetObjectInfo	operator new@[@]
DoError	GetTitle	operator delete
TObject	HandleTimer	operator delete@[@]
TObject	Hash	operator delete
operator=	InheritsFrom	operator delete@[@]
AppendPad	InheritsFrom	SetBit
Browse	Inspect	SetBit
ClassName	IsFolder	ResetBit
Clear	IsEqual	TestBit
Clone	IsSortable	TestBits
Compare	IsOnHeap	InvertBit
Copy	IsZombie	Info
Delete	Notify	Warning
DistancetoPrimitive	Is	Error
Draw	Paint	SysError
DrawClass	Pop	Fatal
DrawClone	Print	AbstractMethod
Dump	Read	MayNotUse
Execute	RecursiveRemove	GetDtorOnly
Execute	SavePrimitive	SetDtorOnly
ExecuteEvent	SetDrawOption	GetObjectStat
FindObject	SetUniqueID	SetObjectStat
FindObject	UseCurrentStyle	Class
GetDrawOption	Write	Class_Name
GetUniqueID	Write	IsA
GetName	operator new	ShowMembers
GetIconName	operator new@[@]	

TGObject
fId
fClient
fglsA
@~TGObject
TGObject
GetId
GetClient
Hash
IsEqual
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual

TGWindow	
fParent	fEditDisabled
fNeedRedraw	fglsA
fName	
fgCounter	
@~TGWindow	HandleIdleEvent
TGWindow	Move
DoRedraw	Resize
TGWindow	MoveResize
TGWindow	IsMapped
GetParent	IsEditable
GetMainFrame	IsEditDisabled
MapWindow	SetEditDisabled
MapSubwindows	SetEditable
MapRaised	MustCleanup
UnmapWindow	Print
DestroyWindow	SetWindowName
DestroySubwindows	GetName
RaiseWindow	SetName
LowerWindow	SetMapSubwindows
IconifyWindow	IsMapSubwindows
ReparentWindow	GetCounter
RequestFocus	Class
SetBackgroundColor	Class_Name
SetBackgroundPixmap	IsA
HandleExpose	ShowMembers
HandleEvent	Streamer
HandleTimer	